DRACULA

BASED ON THE NOVEL BY
BRAM STOKER

WRITTEN BY ROD PIKE

Welcome to the world of gothic horror. Within are the nightmares of a group of people who become involved with something supernatural . . . something which has been a legend since 1421 . . . An almost indestructable being who lives on blood . . . . The vampire Count Dracula!

In the forthcoming events you will encounter evil influences on both you and other people and animals. Dracula will reach into your very soul and mutilate your dreams into the most grotesque nightmares. Your mild manner will gradually learn to face raw, blinding horror!

This . . . experience, (I hesitate to call it a game, as I don't think you'll find it very amusing!) is produced as three separate chapters. As in a conventional book, the story line flows through all three, interlinking with a common aim. Each is independent however, and can be played as a separate adventure. However, for those new to adventuring "THE FIRST NIGHT" is an easy intro to adventure, and does set the scene and atmosphere for the next two parts. It is recommended therefore that, as with a book, you start at the beginning to achieve the full flavour of the story.

The Programme follows the theme of Bram Stoker's book, although within this framework a large proportion of the detail is original to allow the creation of problems and solutions.

The script has been written with a full commitment to the book fan who likes a good read, but would like to effect the outcome occasionally. Indeed, I hope I have created the impression at least, of an interactive book.

FULL INSTRUCTIONS ON THE REVERSE
OF THIS INLAY.

If this software is defective in any way please return to CRL for an immediate replacement.

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DRACULA

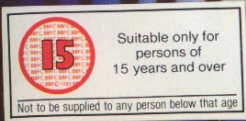C.B.M.
64/128
CASSETTE

15

CRL

DRACULA

15

A STUNNING MASTERPIECE OF GOTHIC TERROR!

CRL

CBM 64/128
CASSETTE

DRACULA

CASSETTE 1 SIDE 1

THE FIRST NIGHT

A young solicitor is travelling overseas to meet with a client on who's behalf, he has purchased a house in England. He is also to advise on the details of importing some soil back to England.

This chapter is concerned with the last stopover at "The Golden Krone Hotel", before the final leg of the journey to Castle Dracula. Here, he immediately senses something very . . . odd with the local people. They are altogether too preoccupied with something else. Having eaten (do try different combinations of food and drink each time you play), night ensues, bringing with it nightmares and terror!

CASSETTE 1 SIDE 2

ARRIVAL

An eventful coach journey ultimately brings our young man to the castle. After a night or two and some long discussions with the Count, he realises that not only is he a prisoner, but his life is in danger! Escape becomes his one obsession. Should he succeed he vows to write to his friend in England to warn of his discoveries. The castle holds terrors which are best not talked about . . . .

CASSETTE 2 SIDE 1

THE HUNT

Doctor Seward, a psychiatrist who owns an asylum for the insane in England, receives a very odd letter from a friend on business abroad. Something about boxes of earth and the 'undead'. Although he fleetingly wonders about his friend's sanity, he resolves to investigate further.

He also has problems of his own, with a missing inmate. Renfield had escaped. But as he was not dangerous no one was unduly worried. Outside influences had unfortunately not been considered. The normally subdued Renfield was turning into a hideously callous murderer, under the malignant influence of Dracula!

THE ULTIMATE TERROR IS WITHIN.

GAMEPLAY

Movement. Use normal conventions of n, s, e, ,w, u and d.
Important system commands.

I = Inventory of all that you are carrying.

R= Relook at present location. Make good use of this as things can . . . Change.
General. Use two word commands, e.g. "look around" (a VERY useful command), "Board coach", etc.

Some one word commands are also used "wait", "sleep", "Yes", "No" and so on.
Some things can be worn or removed using "wear" or "remove" item.

TO SAVE GAME

1. Position a blank tape/disc
2. type save and press return
3. type t/d and press return
4. type filename and press return
5. If tape: Press record button and tape will record your current play position, returning you to the game when finished.

LOADING PREVIOUSLY SAVED GAME

1. Load the original game as usual
2. remove programme tape/disc, insert saved tape/disc
3. type load and press return
4. enter t/d, press return
5. type filename and press return. If tape, press play button and saved game will load to original game, running at the saved position when loaded.